COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Warrior (Duelist)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
2	15	3

HEALTH MAXIMUM	CURRENT	DEFLECT
12		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	13	2

FOCUS MAXIMUM	CURRENT
4	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
3	14	1

INVESTITURE MAXIMUM	CURRENT

3	AGILITY (SPD)	○○○○○
3	ATHLETICS (STR)	●○○○○
4	HEAVY WEAPONRY (STR)	●●○○○
5	LIGHT WEAPONRY (SPD)	●●○○○
3	STEALTH (SPD)	○○○○○
3	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

1	CRAFTING (INT)	○○○○○
1	DEDUCTION (INT)	○○○○○
2	DISCIPLINE (WIL)	○○○○○
2	INTIMIDATION (WIL)	○○○○○
1	LORE (INT)	○○○○○
1	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

1	DECEPTION (PRE)	○○○○○
3	INSIGHT (AWA)	○○○○○
1	LEADERSHIP (PRE)	○○○○○
3	PERCEPTION (AWA)	○○○○○
1	PERSUASION (PRE)	○○○○○
3	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lb.	30 ft.	1d6	20 ft.

CONDITIONS & INJURIES

EXPERTISES

[Cultural] Shin: You speak the language, know basic facts, and can make tests to recall obscure information about this culture.

[Cultural] Wayfarer: You can read international maps, know basic phrases and cultural details for every culture, and can find trustworthy currency exchange hubs in major cities.

WEAPONS

Improvised Weapons - Melee
+4 or +5 vs. Physical (*same damage die and type as similar weapon* + 4 *or* +5 damage)
- *Improvised: GM chooses similar weapon*
- *Fragile: ✵ may break weapon*
- *Improvised Expertise: Benefit from similar weapon's expert traits*

Unarmed Attack - Melee
+3 vs. Physical (1, no die roll + 3 impact damage)

TALENTS

VIGILANT STANCE (▶)
While in this stance, reduce the focus cost of your Dodge and Reactive Strike reactions by 1, and you can enter a different stance you know as ▹. You can only be in one stance at a time. (**Note:** This character knows no other stances, but can gain stance talents as they level up.)

PRACTICED KATA
If you aren't Surprised when a scene begins, you can enter Vigilant Stance at the beginning of that scene (no action required). Additionally, you can use your stances in conversation and endeavor scenes. Entering or changing a stance during a non-combat scene costs 1 focus and uses your contribution.

STORMLIGHT™ CAMPAIGN SETTING

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Warrior (Soldier)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
2	15	3

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	13	2

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
3	14	1

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Prisoner Kit
- Ragged clothing
- Manacles: *Can bind the wrists or ankles of a Large or smaller character. Can be broken (DC 25 Athletics, or deal 15 damage to them), escaped from (DC 25 Agility), or lockpicked (DC 20 Thievery).*

MARKS 0

PURPOSE

OBSTACLE

GOALS

_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○

OTHER TALENTS & ABILITIES

EXPERTISES (continued)
[Weapon] Improvised: You can benefit from this weapon's expert traits (included).

NOTES

Sheltered by mountains and blessed by the spirits, Shinovar is the only nation in Roshar where animals like sheep and horses thrive, stone is sacred, and plant life does not retreat when people approach. **Shin stonewalkers** are exiles, driven from the soft soil of their homeland to contend with the harsh storms, crustacean beasts, and strange people found in the wider world of Roshar. Using skills they gained while training as soldiers or Stone Shamans, they seek redemption so they can return to the warm embrace of their families.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Athletics and 1 rank in Insight (increasing the modifiers by 1)
- The Ironstance talent

CONNECTIONS

Radiant Spren
A strange spren is following you, and you've begun to form a connection with them. When you learn more about your spren, write its type, name, and associated Radiant path below. If you later choose the key talent for that path, immediately check two boxes for that talent's "Speak the First Ideal" goal.

Spren Type: _____

Spren Name: _____

Radiant Path: _____